

# **=AI War: Fleet Command= = Pocket Reference =**

**= The Great Cycle =  
*Things you need to keep doing***

## **1. Gather Intel**

**Scout enemy planets continually.**

## **2. Assess Defenses**

**Be ready for retaliation.**

## **3. Choose Your Battles**

**Pick targets based on value.**

## **4. Upgrade The Fleet**

**Research new tech if necessary.**

## **5. Get Ready**

**Assemble your strike fleet.**

## **6. Attack the Enemy**

**Mount your assault. Go, go, go!**

## **7. Capture or Destroy**

**Capture/destroy planet or assets.**

## **8. Regroup the Fleet**

**Reassign ship duties.**

## **9. Reassess Defenses**

**Reallocate based on new threats.**

## **Monitor:**

**- AI Progress and Mark level**

- **Galactic map for enemy presence**
- **Alarm indicating Command Center attack**
- **Field reports in the upper left**
- **Automatically-generated objectives**

= Galactic Map =

Show/Hide planet names ----- Hold CTRL  
Set/Remove priority ----- ALT + 0-9, Click  
No priority ----- ALT + 0-9, RClick  
Edit planet name/notes ---- QUESTION/SLASH  
Send ships to a planet ----- RClick  
Custom wormhole path - hold SHIFT + RClick  
Adjust planet positions ----- SHIFT + Drag

**“Display” Menu (Units):**

Normal (default) ----- N  
My ships ----- Q  
Allied ships ----- A  
Mine + Allied ships ----- E  
Science Labs ----- S  
Scouts and Missiles ----- O  
Starships ----- U  
Constructors ----- D

**“Display” Menu (Info):**

Last scouted ----- L  
Incoming waves ----- I  
Hostile wormhole ----- W  
Unexplored wormholes ----- X  
Resources used ----- R  
Knowledge found ----- K  
Metal used ----- M  
Crystal used ----- C

### **“Filter” Menu:**

**Show all (default) ----- SHIFT + N**

**Show Mine ----- SHIFT + Q**

**Show Allied ----- SHIFT + A**

**Show Mine + Allied ----- SHIFT + E**

**Show # of mobile mil. ----- SHIFT + COMMA**

= Planetary View & Global Keys =

### **Planetary View Basic:**

Show minimap ----- hold T  
Show destination lines ----- hold ALT  
Show wormhole names ----- hold CTRL  
Cycle Planetary Summary/unit guides --- F1  
Return to Planetary Summary --- SHIFT + F1  
Send view through wormhole -- CTRL + Click

### **Camera Movement:**

Pan ----- Arrow Keys, Mouse at edge  
Zoom ----- Mouse Wheel/PgUp/PgDwn  
Zoom Predefined ----- Q,W,E,R  
Fast Zoom ----- Zoom + SHIFT

### **Planetary View Center on Unit/Resource:**

Center on selection ----- SPACE  
Wormholes ----- QUESTION/BACKSLASH  
Metal Deposits ----- M  
Crystal Deposits ----- C  
Center on Friendlies ----- H

### **Global Keys:**

Toggle Planetary/Galaxy Views ----- Tab  
Context/ALT Menu ----- ALT + RClick  
Pause ----- P  
Game Menu ----- ESC

## Metagame Keys:

Score/Log/Objectives ----- CTRL + ALT + S

Increase game speed ----- EQUALS

Decrease game speed ----- MINUS

Take Screenshot ----- F12

= Ship Selection =

## Basic Ship Selection:

Select ---- Click, DbClick, or drag a box

Add to selection ----- Hold SHIFT

Select both military, non-mil -- Hold CTRL

Remove from selection ----- Hold ALT

Center on selection ----- SPACE

Center on home/friendlies ----- H

## Ship Selection by Type:

Starship ----- U

Scout ----- O

Engineer ----- PERIOD

Military (idle only) ----- COMMA

All military ----- CTRL + COMMA

All idle military ----- SHIFT + COMMA

All of type ----- CTRL + U/O/PERIOD/COMMA

Add type to selctn - CTRL + SHIFT + U/O/..

## Ship Selection Subdivision:

Select half of selection ----- L

Select third of selection ----- SHIFT + L

**Select first ship in selection – BACKSLASH**

**Control Groups:**

**Select control group ----- 0-9**

**Center on control group ----- 0-9, twice**

**Set control group ----- CTRL + 0-9**

**Add selection to CG --- CTRL + SHIFT + 0-9**

**Rem. selection from CG -- CTRL + ALT + 0-9**

**Show control group membership --- Hold ALT**

= Ship Orders =

### Ship Movement Orders\*:

*(Select ships, hold key, and RClick.)*

Default Move/Attack ----- RClick

Group Move ----- RClick + G

Attack While Moving ----- RClick + X

Free Roaming Defender Move ---- RClick + V

Formation Move ----- RClick + J

Set waypoints -- SHIFT + RClick (+G/X/V/J)

Halt ships ----- END

Send ships thru wormhole --- CTRL + RClick

Context/ALT menu orders\*\* --- ALT + RClick

*\*Moving ships take opportunity shots.*

*\*Movement orders can be issued in the Galactic View, or directly on an enemy.*

*\*\* Check menu for Scout/Science/Transports*

### Ship Information:

Show movement lines ----- hold ALT

Show combat ranges ----- hold Z Show

Friendly & Hostile Rngs -- hold Z + X

Show Rngs Relative to Cursor -- hold Z + A

### Standby/Scrap Orders:

Toggle low power mode ----- K

Scrap units (10% value returned) ----- DEL

### Transport Commands:



**Load selected ships -- RClick on Transport  
Auto-Load/Unload All\* --- Context/ALT menu  
Selective/"Special Unload" menu - CTRL + U  
Unload 10 ----- SHIFT + Click on ship type  
Unload 50 ----- CTRL + Click on ship type  
\* *custom hotkey available***

**= Construction & Placement Orders =**

**Constructor/Lab Selection:**

**Command Station/ Mobile Builder ----- B  
Space Dock(s) ----- D  
Science Lab(s) on planet ----- S  
All Science Labs on planet ----- CTRL + S  
Any Science Lab (off planet) ---- CTRL + T  
Set builder rally point ----- RClick  
Toggle low power mode ----- K**

**Build and Placement Orders:**

**Build/place selected unit ----- Click  
Build/place 5 units ----- CTRL + Click  
Build/place 10 units ----- ALT + Click  
Place multiple units ----- SHIFT + Click  
Mult 5/10 units - CTRL/ALT + SHIFT + Click**

**Other Build Orders:**

**End placement mode ----- RClick  
Scrap units (10% value returned) ----- DEL  
Auto-build units\* ----- CTRL + Click**

**\**Harvesters & Exo-Shields only***

## **Build/Queue Management:**

**Remove from queue ----- RClick**

**Move to back of queue ----- ALT + RClick**

**Remove 5 (build menu) ----- CTRL + RClick**

**Remove 10 (build menu) ----- ALT + RClick**

= Planetary Summary Code =

**Basics:**

**Symbol ----- Mobility**

**Symbol Color ----- Military, Ownership**

**Border Color ----- Grouping\***

**Symbol: Mobility**

**Diamond ----- Immobile**

**Chevrons ----- Mobile**

**Symbol Color: Military/Ownership**

**Yellow ----- My military**

**Blue ----- Allied**

**Orange ----- Hostile military**

**Green ----- My non-military**

**Red ----- Hostile non-military**

**Border Color: Grouping**

**Black ----- Unknown/Cloaked/Control Group**

**Orange ----- My military\*\***

**Red ----- Hostile (AI)**

**Green ----- My non-military**

**Yellow ----- Hostile non-military**

**Blue ----- Allied military**

**Purple ----- Allied non-military**

***\*Planetary Summary groups icons by their border color.***

***\*\*Or Human Settlements/Cryogenic Pods***

= Setting Galactic Map Priorities =  
*example system from manual\**

Priority	Goodies	(and/or) Threat
0	None	None
1	None	Minor
2	None	Medium
3	Slight	Minor
4	Slight	Medium
5	Good	-
6	Maybe valuable	-
7	Valuable	-
8	Very valuable	V. high
9	Vital	Immanent

#### Example Goodies:

Slight ----- good resources, Zenith Res.

Good ----- Data Center

Maybe Valuable ----- Co-processor(s)

Valuable ----- Fabricator

Very Valuable ----- Golem, Adv. Factory

Vital ----- AI Home, Adv. Research Stn.

#### Example Threats:

None ----- "Neutered" (no warp gate)

Minor ----- Fortress, Ion Cannon

Medium ----- Superfortress

High/Immanent ----- AI Homeworld

***\*The above are only guidelines. Priority settings have no gameplay effect and are for your use.***

**= The Great Cycle =**  
***Things you need to keep doing***

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**8. Regroup the Fleet**

**Reassign ship duties.**

**9. Reassess Defenses**

**Reallocate based on new threats.**

**Monitor:**

- AI Progress and Mark level
- Galactic map for enemy presence
- Alarm indicating Command Center attack
- Field reports in the upper left
- Automatically-generated objectives

***Don't get greedy.***  
***Don't be timid.***  
***Don't be afraid to lose.***  
***Don't lose.***



= Advanced Ship Control =

**Context/ALT Menu Ship Commands:**

Context/ALT Menu ----- ALT + RClick

Commands include:

Scouts ----- Auto Explore, Auto Picket

Science Labs ----- Auto Gather Knowledge

Transports ----- Autoload, Special Unload

**Advanced Ship Selection - Drag Filter:**

*Drag a box around ships, hold N and a number to only select:*

Ship Marks 0/I/II/III/IV/V ----- 0-5

Ships with engine damage ----- 7

Ships > 33% health ----- 8

Ships > 66% health ----- 9

Ships with no engine damage ----- SPACE

**Extra Ship Information:**

Show high pwr drain units\* ----- ALT + A

Show "Damage To Do" ----- I

Show attack boost/loss (if any) ----- ALT

Weak/strong for unit (full cap) -- ALT + W

Weak/strong for unit (1v1) --- ALT + W + E

*\* High-drain units automatically show during energy crisis.*

= Global Keys =

### **Global Keys:**

Toggle Planetary/Galaxy Views ----- Tab

Context/ALT Menu ----- ALT + RClick

Pause ----- P

Game Menu ----- ESC

### **Metagame Keys:**

Score/Log/Objectives ----- CTRL + ALT + S

Increase game speed ----- EQUALS

Decrease game speed ----- MINUS

Take Screenshot ----- F12

### **Multiplayer:**

Chat ----- ENTER

Create flare ----- F

Go to flare ----- (BACKQUOTE/TILDE)

Give resources ----- Context/ALT Menu

### **Debug Mode/XLS Gen:**

Debug mode ----- F3

Gen. Unit Relative DB -- CTRL + SHIFT + F5

Gen. Unit Info DB ----- CTRL + SHIFT + F8

*Above two commands require debug mode and result in XLS files generated in  
\\RuntimeData\\Data.*

**\*\*\* First two sections are a repeat of earlier page**

\*\*\*

= Context/ALT Menu Contents =

### **Accessing the Context Menu:**

**Context Menu ----- ALT + RClick**

***Can assign all context menu items hotkeys***

### **Top Level Menu:**

**Give Resources (multiplayer)**

**Galaxy Layout (Galaxy View only)**

### **Give Resources Menu (multiplayer):**

**Toggle giving to PlayerN ----- 1-8**

**Increase/Decrease Metal given --- 9, MINUS**

**Incr./Decr. Crystal given ----- 0, EQUALS**

**Multiply amount by 10k ----- hold CTRL**

**Multiply amount by 100k ----- hold ALT**

**Give resource ----- BACKSPACE**

### **Galaxy Layout Menu:**

**Adjust planet position with SHIFT + Drag**

**Layout as generated**

**Custom layout**

**Other player layout (1-8)**

### **Unit Command Menu:**

**Open "Move" Menu ----- 1**

**Halt ships ----- 5**

**Auto Explore (Scouts) ----- 6**

**Auto Picket (Scouts)**

**Auto Gather Knowledge (Science) ----- 7**

**View Reference**

**View Target Reference**

**View Ship Modules**

**Auto Load (Transports)**

**(Continued...)**

= Context/ALT Menu Continued =

**Transport Special Unload Menu:**

**Special Unload Menu shortcut --- Select Transport,  
CTRL + U or RClick Unload button**

**Unload All ----- ALT**

**Unload 10 ----- Click + SHIFT on ship type**

**Unload 50 ----- Click + CTRL on ship type**

**Special Move Menu:**

**Set Destination ----- 1**

**Toggle Group Move ----- 2**

**Toggle Formation Move ----- 3**

**Toggle Move Stance ----- 4**

**Toggle Queued Move ----- 5**

**Issue Move Order ----- 6**

**Catch Right Clicks ----- 7**

**Remember Movement Orders\* ----- 8**

***\*Ships remember move orders throughout session.***

# =AI War: Fleet Command= =Pocket Reference=

**Serial Numbers:**

**AI War:** \_\_\_\_\_

**Zenith:** \_\_\_\_\_

**Neinzul:** \_\_\_\_\_

**Spire:** \_\_\_\_\_

**IRC:** irc.rtsnet.net, #aiwar

**Username** \_\_\_\_\_

**Password** \_\_\_\_\_

**VPN Network:** \_\_\_\_\_

**Network Pass:** \_\_\_\_\_

**Username:** \_\_\_\_\_

**Password:** \_\_\_\_\_

***All keys in this reference are listed according to their defaults and can be altered. In-game, check “Controls” to reassign keys.***

= Custom Galactic Map Priorities =  
***your own system***

Priority	Goodies	Threat
----------	---------	--------

1.		
----	--	--

2.		
----	--	--

3.		
----	--	--

4.		
----	--	--

5.		
----	--	--

6.		
----	--	--

7.		
----	--	--

8.		
----	--	--



9. \_\_\_\_\_

**Tools used:**

**Layout and PDF Export - LibreOffice Writer**

**Font - Inconsolata**

**Title Font – ModeNine**

**Convert to PocketMod format – PDFtoPocketMod  
([www.pocketmod.com](http://www.pocketmod.com))**

**Layout: created for 8 1/2" x 11" Legal paper. Each page is 1/8 of this, at 2.75" x 4.25"**

**Games Covered:**

**AI War: Fleet Command + All Expansions ("Alien Bundle"), check against v5.019**

**To modify this pocket guide for your own use:**

- 1. Install fonts and open the ODT in LibreOffice/OpenOffice.**
- 2. Add/remove pages as you like.**
- 3. Reduce pages to 8 for single-sided print, 16 for double-sided.**
- 4. Export as PDF.**
- 5. Open PDF in PDFtoPocketMod.**
- 6. Export as PocketMod.**
- 7. Print & share!**

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***freely for any good purpose.***

## ***“Forgotten” Keys***

### **Galactic View - Unbound Keys**

- **Open Galaxy Layout Menu**
- **Use Default Galaxy Layout**
- **Use Custom Galaxy Layout**

### **“Filter” Menu:**

- **Mobile Military Firepower**
-

## ***First Keys/Common Keys***

***What's left:***

***create more colorful styles for the subheadings and headers***

***graphical front page***

***run through, get rid of duplicates***

***check for proper Click/RClick***

***check proper Case Style***

***check Galaxy/Galactic/Planet/Planetary names***

***reorder pages***

***figure “most common” keys***

***document “unbound” keys***

***figure “keys you probably forgot about”***

***save a “big” version***

***start trimming down to 8 pages***

***'fat' version with everything in it 'tutorial' version with the basic keys***

***'expert' version with the easy keys removed and some advanced stuff in their place.***

***create a 'custom' version with my preferred***

***hotkeys.***

***Style choices:***

***- arrange so that for overloaded controls, the modifier comes at the right edge (readability)***

***ex: RClick + CTRL, RClick + SHIFT***

***NOT: SHIFT + RClick, CTRL + RClick)***

***- Get rid of autodashes***

***- Note that CTRL, ALT are left side.***

***- Note that 0-9 are in the number row.***

***- Set asterisks at end of description, not at end of hotkey.***



## ***Weird or confusing commands***

- ***"Make control group assignment additive" - SHIFT (not sure what this means)***
  - ***"Make Control Group assignment exclusive" - X (not sure what this means)***
  - ***Set not-selected ships as CG***
- ***X (doesn't work as expected)***
- ***"Damage to Do" (what?)***

## ***Context menu: unit command menu***

- ***View Reference***
- ***View Target Reference***
- ***View Ship Modules***

***How to fold a PocketMod:  
(copy instructions from PocketMod.com)***